



MediaFileRenamer

A cross-platform tool for renaming media files

Alexander Nicklin
Candidate number: 2444

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The Henley College, Henley-on-Thames, Oxfordshire
Centre Number: 62441

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1 Introduction and Declaration

1.1 Introduction

This goal of this project is the write a **utility program** for renaming files. The main target will be media files on the Ubuntu operating system.

Most Windows users will use the Bulk Rename Utility[**BulkRenameUtility**] to rename large numbers of files. BRU is an excellent and powerful tool but it has a few problems and weaknesses. They are, in order of importance:

- Not available on Linux
- Limited options to change media file's meta-data
- Not intuitive to use. A powerful utility once you understand it, but not easy for most casual users
- Code is closed-source
- Code is not free for commercial use

The design will be as simple as possible. Adding unnecessary back-ends, such as a database, will not be done. If a well known and maintained library for a feature is commonly available, it will be used.

1.2 Declaration

All code - except those modules listed below - and this report is my own work.
No previous or related utility program has been reviewed before designing and coding this project.

No search for other NEA's close to this one has been done. All code and design is my solo attempt to best deliver this project and expand on the programming aspects of the course.

Code Modules credited to other people:

- spdlog[**spdlog**] is used as a logging library

2 Analysis

This is the Analysis section

3 Documented Design

This is the Documented Design section

4 Technical Solution

The C++ tooling ecosystem is a fractal nightmare of unbridled chaos¹

MediaFileRenamer has been written in C++ using the QT 6 cross-platform UI library [QT]. I have created build IDE's using CLion under Windows 11 and Ubuntu Desktop 25.10 to code and test this tool.

Windows installers and Ubuntu packages will be created for end users of this tool. As this is a programming report, how these installers and packages were created is not documented here.

4.1 Creating a Windows Development Environment

Follow these steps to create a Windows development environment:

- Install QT from <https://www.qt.io/download-qt-installer-oss>
- Install Git from <https://git-scm.com/install/windows>
- Install CLion from <https://www.jetbrains.com/clion/download/?section=windows>
- Update all CLion Plugins
- Clone the MediaFileRenamer repository from <https://github.com/Thentoxd/MediaFileRenamer>
- MinGW toolchain dialog should appear - Click Next
- In the profile, add the following CMAKE options:
`"-DCMAKE_PREFIX_PATH=C:\Qt\6.10.0\mingw_64\lib\cmake"`
- Build files should now be created
- Now load up main.cpp and click Run. The project should compile and execute the program
- Under cmake-build-debug/logs will be the logfile generated from the program

4.2 Creating a Linux Development Environment

We are using the gcc compiler (version 14.2.0) on Ubuntu Desktop 25.10.

```
chmod a+x qt-online-installer-linux-x64-4.10.0.run  
sudo ./qt-online-installer-linux-x64-4.10.0.run
```

```
tar -xvzf CLion-2025.2.3.tar.gz
```

```
export Qt6_DIR=/opt/Qt/6.9.3/gcc_64
```

```
sudo apt-get install build-essential libgl1-mesa-dev  
sudo apt-get install libxkbcommon-x11-dev
```

```
sudo apt install texlive-full
```

¹<https://github.com/marzer/tomlplusplus>

4.3 Tested Deployment Platforms

4.4 Legal

All my source code is available under the GPL licence. GPL is a copyleft license that requires all derivative works to also be released under the GPL, ensuring they remain open source

spdlog[**spdlog**] is used as a logging library. Code uses the MIT licence, so can be used in both open source and proprietary programs.

4.5 Command Line Parameters

We are using the third-party CLI11 library to process command line parameters.

4.6 Runtime Logging

spdlog[**spdlog**] is used as a logging library. This has been setup to provide one stream of messages that get sent to the console and to a three rotating 5Mb log files. Each log sink (console and file) can be set to log all message at or above a certain threshold. The logging also produces source code and line information, eg:

```
C:\Users\steph\ClionProjects\MediaFileRenamer\cmake-build-debug\MediaFileRenamer.exe
[2025-10-23 11:15:19.732] [multi_sink] [trace] [main.cpp:36] This is a trace level message
[2025-10-23 11:15:19.732] [multi_sink] [debug] [main.cpp:37] This is a debug level message
[2025-10-23 11:15:19.732] [multi_sink] [info] [main.cpp:38] This is a info level message
[2025-10-23 11:15:19.733] [multi_sink] [warning] [main.cpp:39] This is a warning level message
[2025-10-23 11:15:19.733] [multi_sink] [error] [main.cpp:40] This is a error level message 1
[2025-10-23 11:15:19.733] [multi_sink] [critical] [main.cpp:41] This is a critical level message
```

4.7 File Metadata Processing

<https://github.com/Exiv2/exiv2>, <https://exiv2.org/examples.html>

4.8 Config File Support

<https://github.com/nlohmann/json> - didn't use in the end
toml++ is licensed under the terms of the MIT license - see [LICENSE](#).

4.9 UI Developement



4.10 Documentation

This Documentation is written in Latex. To edit and compile the Latex documentation:

- Within CLion, install the extensions TeXiFy-IDEA and intellij-pdf-viewer
- Install MiKTeX from <https://miktex.org/download>
- Set MiKTeX to check and install updates automatically. Wait until it says updates are available and do those
- I would recommend a restart of your computer at this point

This NEA project report now lives in its own GitHub repository: https://github.com/Thentoxd/NEA_Documentation.git. There a PDF copy of the final report can be downloaded from the out directory. Below are the steps to clone and edit the source files if changes need to be made. Clone into a new project within CLion. There are two main source files which make up this report:

1. 2026 NEA Project Report Alex Nicklin.tex
2. 2026 NEA Project Report Alex Nicklin.bib

The first is the Latex source file for the report and the second is the bibliography. We used BibTeX and MikTeX to compile these two source files to make the final, single report file in PDF format.

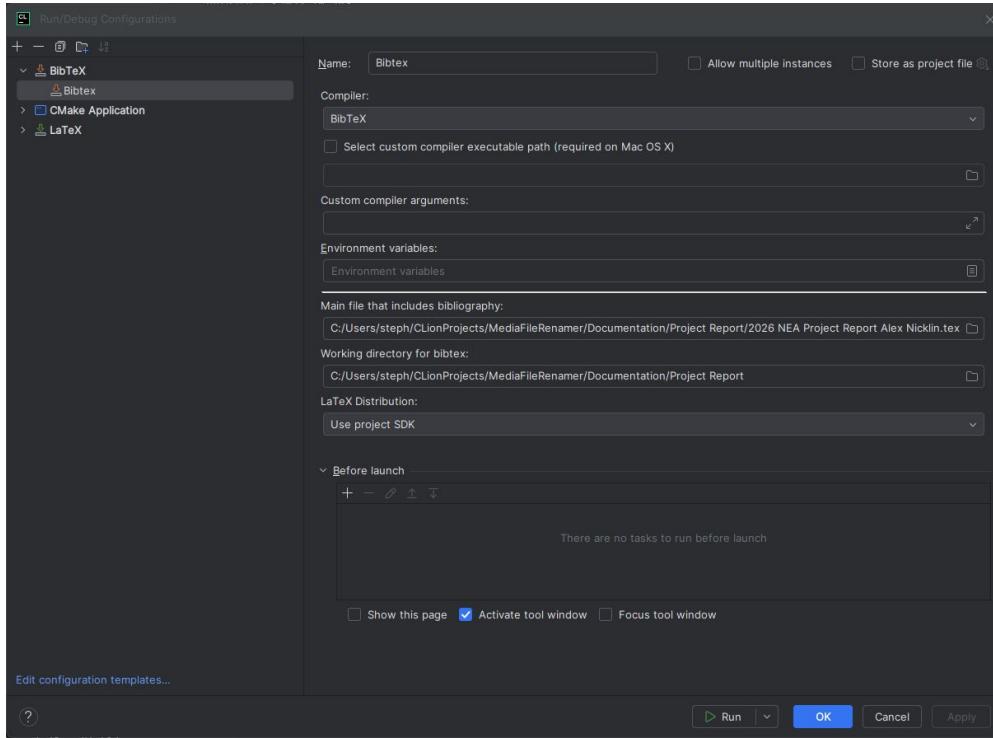
The Media subfolder contains any pictures referenced in the .tex file.

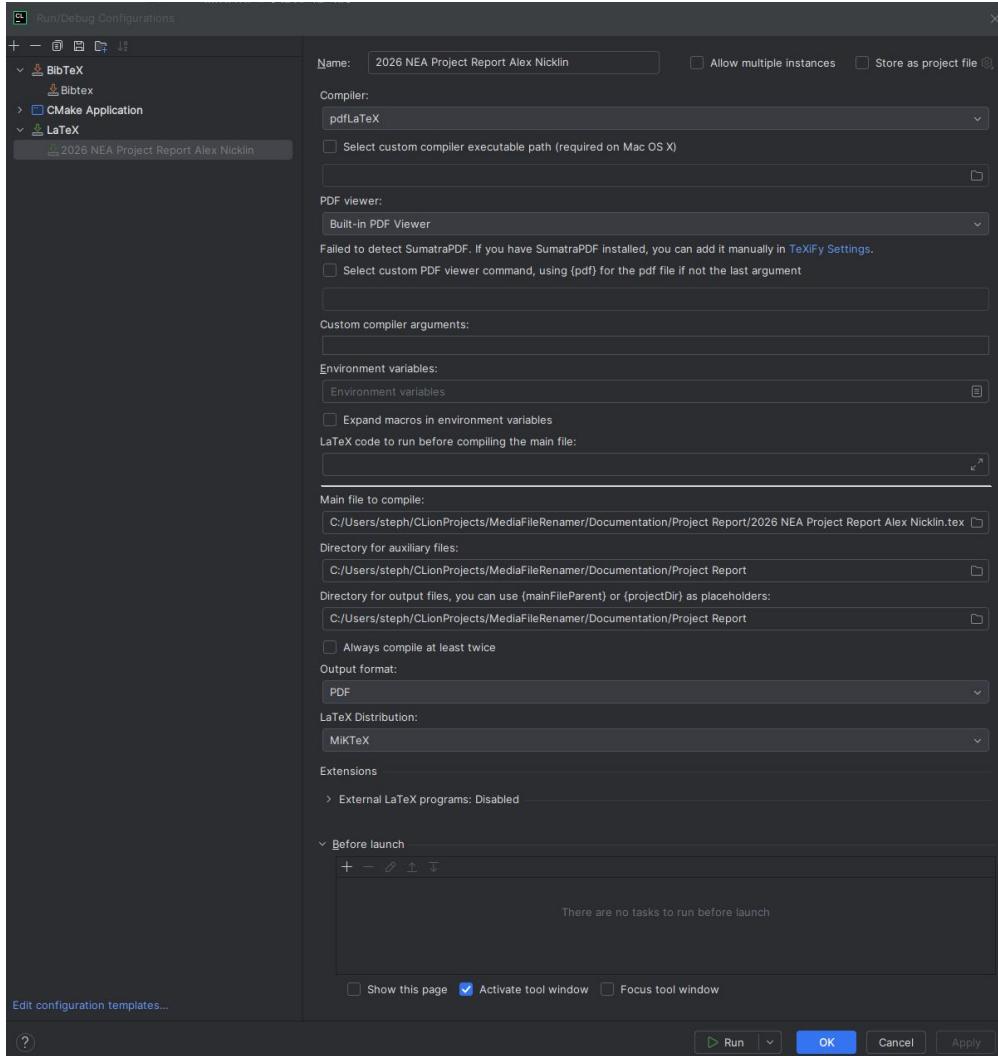
In CLion, we need to add two custom Run/Debug configurations to compile the tex and bibliography.

To compile the Latex source, click on Add Configuration

- Select the Latex config template
- Add a name such as "My Latex Compile"

- In the main file to compile, select the .tex file
- Leave other settings in place. Click OK





To fully rebuild the documentation, you have to do four compiles in this order:

1. LaTeX compile
2. BibTeX compile
3. LaTeX compile
4. LaTeX compile

5 Testing

5.1 Unit Testing

Testing with Catch2[[Catch2](#)]

5.2 Valgrind

One of the weakness of C and C++ is memory control. It's easy to create memory leaks and memory errors (malloc 10 bytes, write 20 etc) which can corrupt the stack and result in difficult-to-trace bugs. To try and fix this, we use the Valgrind library to trace memory usage.

6 Evaluation

This is the Evaluation section